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☐	L13	345/421.ccls.	490
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☐	L11	345/418.ccls.	1222
☐	L10	345/420.ccls.	971
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☐	L8	7126606.pn.	1
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Time: 11:10:36

Inventor Name Search Result

Your Search was:

Last Name = SOWIZRAL
First Name = HENRY

Application#	Patent#	Status	Date Filed	Title	Inventor Name
09247466	6300965	150	02/09/1999	VISIBLE-OBJECT DETERMINATION FOR INTERACTIVE VISUALIZATION	SOWIZRAL, HENRY
09668493	6570564	150	09/22/2000	METHOD AND APPARATUS FOR RAPID PROCESSING OF SCENE-BASED PROGRAMS	SOWIZRAL, HENRY
09759597	Not Issued	93	01/11/2001	CREATING A PARALLEL STRUCTURE FOR SCENE-BASED RENDERING	SOWIZRAL, HENRY
09759598	6765571	150	01/11/2001	USING A MASTER CONTROLLER TO MANAGE THREADS AND RESOURCES FOR SCENE-BASED RENDERING	SOWIZRAL, HENRY
09760000	Not Issued	71	01/11/2001	Using render bin parallelism for rendering scene graph based graphics data	SOWIZRAL, HENRY
09760002	6734852	150	01/11/2001	USING RENDERING MOLECULES TO MANAGE SCENE-BASED RENDERING	SOWIZRAL, HENRY
09760511	7061486	150	01/11/2001	USING MESSAGING TO MANAGE SCENE-BASED RENDERING	SOWIZRAL, HENRY
09970080	6983283	150	10/03/2001	MANAGING SCENE GRAPH MEMORY USING DATA STAGING	SOWIZRAL, HENRY
09974623	6445391	150	10/09/2001	VISIBLE-OBJECT DETERMINATION FOR INTERACTIVE VISUALIZATION	SOWIZRAL, HENRY
10077343	7006954	150	02/15/2002	RANDOM SAMPLING FOR MULTIVARIATE BERNOULLI	SOWIZRAL, HENRY

				VARIABLES	
10256582	Not Issued	30	09/27/2002	Optimizing placement of MPLS tunnels	SOWIZRAL, HENRY
11085500	Not Issued	30	03/21/2005	Automatic layout of items along an embedded one-manifold path	SOWIZRAL, HENRY
60074868	Not Issued	159	02/17/1998	VISIBLE-OBJECT DETERMINATION FOR INTERACTIVE VISUALIZATION	SOWIZRAL, HENRY
60156054	Not Issued	159	09/24/1999	METHOD AND APPARATUS FOR RAPID PROCESSING OF SCENE-BASED PROGRAMS	SOWIZRAL, HENRY
60175580	Not Issued	159	01/11/2000	JAVA 3D ARCHITECTURE	SOWIZRAL, HENRY
60236755	Not Issued	159	09/29/2000	Managing scene graph memory using data staging	SOWIZRAL, HENRY
60250823	Not Issued	159	12/01/2000	Multiple processor visibility search system and method	SOWIZRAL, HENRY
60254049	Not Issued	159	12/06/2000	Using ancillary geometry for visibility determination	SOWIZRAL, HENRY
09894196	6373485	150	06/27/2001	MITIGATING THE EFFECTS OF OBJECT APPROXIMATIONS	SOWIZRAL, HENRY A.
09894662	Not Issued	168	06/28/2001	Size conditioned visibility search system and method	SOWIZRAL, HENRY A.
09895665	6437796	150	06/29/2001	MULTIPLE PROCESSOR VISIBILITY SEARCH SYSTEM AND METHOD	SOWIZRAL, HENRY A.
09948960	6750859	150	09/07/2001	SIZE CONDITIONED VISIBILITY SEARCH SYSTEM AND METHOD	SOWIZRAL, HENRY A.
10012595	6731304	150	12/06/2001	USING ANCILLARY GEOMETRY FOR VISIBILITY DETERMINATION	SOWIZRAL, HENRY A.
10060979	7050053	150	01/30/2002	GEOMETRIC FOLDING FOR CONE-TREE DATA COMPRESSION	SOWIZRAL, HENRY A.
11085501	Not Issued	20	03/21/2005	Robust interactive color editing	SOWIZRAL, HENRY A.
11217810	Not Issued	30	09/01/2005	Three dimensional adorner	SOWIZRAL, HENRY A.
11224915	Not Issued	20	09/12/2005	Blended editing of literal and non-literal values	SOWIZRAL, HENRY A.
60214843	Not	159	06/28/2000	Size conditioned visibility search	SOWIZRAL,

	Issued			system and method	HENRY A.
60214939	Not Issued	159	06/29/2000	Mitigating the effects of object approximations	SOWIZRAL, HENRY A.
08781104	6023279	150	01/09/1997	METHOD AND APPARATUS FOR RAPIDLY RENDERING COMPUTER GENERATED IMAGES OF COMPLEX STRUCTURES	SOWIZRAL, HENRY A.
09227428	6184896	150	01/08/1999	SYSTEM AND METHOD FOR IMPROVED RENDERING OF GRAPHICAL ROTATIONS	SOWIZRAL, HENRY A.
09782956	6678251	150	02/13/2001	LINK QUALITY AGENT	SOWIZRAL, HENRY ADAM
09919980	Not Issued	161	07/31/2001	Encryption and decryption method, apparatus, and system	SOWIZRAL, HENRY ADAM
09929707	Not Issued	161	08/13/2001	Pseudo 16B/20B 20B/16B encoder-decoder for an 8B/10B 10B/8B coding	SOWIZRAL, HENRY ADAM
10001427	7020147	150	11/13/2001	A NETWORK TRAFFIC DIRECTOR SYSTEM HAVING MODULES THAT IMPLEMENT MERIT OR PENALTY FUNCTIONS INVOLVING STOCHASTIC CHANGES IN NETWORK TOPOLOGY	SOWIZRAL, HENRY ADAM
10625341	7012897	150	07/22/2003	LINK QUALITY AGENT	SOWIZRAL, HENRY ADAM
09176061	6310881	150	10/20/1998	METHOD AND APPARATUS FOR NETWORK CONTROL	SOWIZRAL, HENRY ADAM

Inventor Search Completed: No Records to Display.

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Inventor Information for 09/760000

Inventor Name	City	State/Country
SOWIZRAL, HENRY	BELLUVE `	WASHINGTON
RUSHFORTH, KEVIN	SAN JOSE	CALIFORNIA
TWILLEAGER, DOUG	CAMBELL	CALIFORNIA

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Crystal Space: Class List (Crystal Space Public API Reference)
iSceneNode, This interface represents a node in the **scene graph** ...
CS::Threading::ThreadGroup, A **group** of **threads** handled as one unit ...
www.crystalspace3d.org/docs/online/api/annotated.php - 209k - Cached - Similar pages

Coin: Class List
The internal **scene** data structures in Coin are managed as directed **graphs**. The **graphs** are built by setting up a hierarchy through the use of **group** nodes ...
doc.coin3d.org/Coin/annotated.html - 160k - Cached - Similar pages

[PDF] Chapter 7. Introducing Java 3D
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Gamasutra - Book Excerpt - "Killer Game Programming in Java ...
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www.iicm.edu/thesis/anussbaumer.pdf - Similar pages

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The first to implement a **hierarchical** visualization example, the second for a ... An example Java3D Fly Through and **Scene Graph** Editor application ...
community.java.net/projects/community/javadesktop - 205k - Cached - Similar pages

VTK: Class List
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the ... Objects can be grouped together in a **hierarchical** structure, ...
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1 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

2 Visualizing geospatial data

Theresa Marie Rhyne, Alan MacEachren, Theresa-Marie Rhyne

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(14.01 MB) Additional Information: full citation, abstract

This course reviews concepts and highlights new directions in GeoVisualization. We review four levels of integrating geospatial data and geographic information systems (GIS) with scientific and information visualization (VIS) methods. These include:• Rudimentary: minimal data sharing between the GIS and Vis systems• Operational: consistency of geospatial data• Functional: transparent communication between the GIS and Vis systems• Merged: one comprehensive toolkit environmentW ...

3 Building real-time groupware with GroupKit, a groupware toolkit

Mark Roseman, Saul Greenberg

March 1996 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 3 Issue 1

Publisher: ACM Press

Full text available: pdf(2.74 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This article presents an overview of GroupKit, a groupware toolkit that lets developers build applications for synchronous and distributed computer-based conferencing. GroupKit was constructed from our belief that programming groupware should be only slightly

harder than building functionally similar single-user systems. We have been able to significantly reduce the implementation complexity of groupware through the key features that comprise GroupKit. A runtime infrastructure
Keywords: GroupKit, computer-supported cooperative work, groupware toolkits, synchronous groupware, user interface toolkits

4 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(63.03 MB) Additional Information: full citation, abstract, citings

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

5 Animated art & presentations: On creating animated presentations

Douglas E. Zongker, David H. Salesin
July 2003 **Proceedings of the 2003 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '03**
Publisher: Eurographics Association
Full text available: pdf(8.58 MB) Additional Information: full citation, abstract, references, citings, index terms

Computers are used to display visuals for millions of live presentations each day, and yet only the tiniest fraction of these make any real use of the powerful graphics hardware available on virtually all of today's machines. In this paper, we describe our efforts toward harnessing this power to create better types of presentations: presentations that include meaningful animation as well as at least a limited degree of interactivity. Our approach has been iterative, alternating between creating ...

6 VIRTUS: a collaborative multi-user platform

Kurt Saar
February 1999 **Proceedings of the fourth symposium on Virtual reality modeling language**
Publisher: ACM Press
Full text available: pdf(4.09 MB) Additional Information: full citation, references, citings, index terms

Keywords: VRML, VRML event model, architecture construction engineering (ACE), collaborative virtual environment (CVE), computer supported collaborative work (CSCW), dead reckoning, distributed environments, living worlds, multi-user technologies, virtual environments, virtual worlds

7 A Java based system for specifying hierarchical control flow graph models

Thorsten Daum, Robert G. Sargent
December 1997 **Proceedings of the 29th conference on Winter simulation**
Publisher: ACM Press
Full text available: pdf(1.06 MB) Additional Information: full citation, references, citings, index terms

8 Special issue on knowledge representation

Ronald J. Brachman, Brian C. Smith
February 1980 **ACM SIGART Bulletin**, Issue 70

Publisher: ACM Press

Full text available: pdf(13.13 MB) Additional Information: full citation, abstract

In the fall of 1978 we decided to produce a special issue of the SIGART Newsletter devoted to a survey of current knowledge representation research. We felt that there were twe useful functions such an issue could serve. First, we hoped to elicit a clear picture of how people working in this subdiscipline understand knowledge representation research, to illuminate the issues on which current research is focused, and to catalogue what approaches and techniques are currently being developed. Secon ...

9 Distributed Open Inventor: a practical approach to distributed 3D graphics

Gerd Hesina, Dieter Schmalstieg, Anton Furhmann, Werner Purgathofer
December 1999 **Proceedings of the ACM symposium on Virtual reality software and technology**

Publisher: ACM Press

Full text available: pdf(1.52 MB) Additional Information: full citation, abstract, references, citings, index terms

Distributed Open Inventor is an extension to the popular Open Inventor toolkit for interactive 3D graphics. The toolkit is extended with the concept of a distributed shared scene graph, similar to distributed shared memory. From the application programmer's perspective, multiple workstations share a common scene graph. The proposed system introduces a convenient mechanism for writing distributed graphical applications based on a popular tool in an almost transparent manner. Local variations ...

Keywords: computer supported cooperative work, concurrent programming, distributed graphics, distributed virtual environment, scene graph, virtual reality

10 Seeing, hearing, and touching: putting it all together

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.64 MB) Additional Information: full citation

11 A survey of structured and object-oriented software specification methods and techniques

Roel Wieringa
December 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 4

Publisher: ACM Press

Full text available: pdf(605.26 KB) Additional Information: full citation, abstract, references, citings, index terms, review

This article surveys techniques used in structured and object-oriented software specification methods. The techniques are classified as techniques for the specification of external interaction and internal decomposition. The external specification techniques are further subdivided into techniques for the specification of functions, behavior, and communication. After surveying the techniques, we summarize the way they are used in structured and object-oriented methods and indicate ways in w ...

Keywords: languages

12 Language-level support for exploratory programming of distributed virtual environments

Blair MacIntyre, Steven Feiner

November 1996 **Proceedings of the 9th annual ACM symposium on User interface software and technology**

Publisher: ACM Press

Full text available: pdf(1.68 MB) Additional Information: full citation, references, citings, index terms

Keywords: distributed shared memory, distributed virtual environments, shared-data object model, virtual reality

13 Mu3D: a causal consistency protocol for a collaborative VRML editor

Ricardo Galli, Yuhua Luo

February 2000 **Proceedings of the fifth symposium on Virtual reality modeling language (Web3D-VRML)**

Publisher: ACM Press

Full text available: pdf(614.28 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes the implementation of the Mu3D application protocol and consistency control mechanisms to allow the collaborative editing of CAD design. The collaborative editor (M3D editor) developed by us is VRML compliant. The editor has been used as a base for the European Esprit project No. 26287 - M3D and the Spanish project TEL 96-0544/CODI for Cooperative CAD applications.In our system, only the changes to local databases are transmitted to other collaborative sessio ...

Keywords: CAD, VRML, architecture, distributed virtual environments, multicasting

14 Chiron-1: a software architecture for user interface development, maintenance, and run-time support

Richard N. Taylor, Kari A. Nies, Gregory Alan Bolcer, Craig A. MacFarlane, Kenneth M. Anderson, Gregory F. Johnson

June 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 2

Publisher: ACM Press

Full text available: pdf(2.65 MB) Additional Information: full citation, abstract, references, citings, index terms, review

The Chiron-1 user interface system demonstrates key techniques that enable a strict separation of an application from its user interface. These techniques include separating the control-flow aspects of the application and user interface: they are concurrent and may contain many threads. Chiron also separates windowing and look-and-feel issues from dialogue and abstract presentation decisions via mechanisms employing a client-server architecture. To separate application code from user interf ...

Keywords: artists, client-server, concurrency, event-based integration, user interface architectures

15 Immersion: Utilizing X3D for immersive environments

Johannes Behr, Patrick Dähne, Marcus Roth

April 2004 **Proceedings of the ninth international conference on 3D Web technology**
Publisher: ACM Press
Full text available: pdf(633.61 KB) Additional Information: full citation, abstract, references, index terms

Conceptually, the semantics of X3D describe an abstract functional behaviour of time-based, interactive 3D, multimedia information and do not at all specify a specific software or hardware setup. However, X3D clients and applications today are mainly built for desktop systems running a web-browser.In this paper we explore how suitable X3D and W3C technologies can be utilized as an application and programming model for immersive virtual environments. We present a system implementation, necessary ...

Keywords: computer cluster, human computer interaction, virtual reality

16 Session summaries from the 17th symposium on operating systems principle (SOSP'99)
Jay Lepreau, Eric Eide
April 2000 **ACM SIGOPS Operating Systems Review**, Volume 34 Issue 2
Publisher: ACM Press
Full text available: pdf(3.15 MB) Additional Information: full citation, index terms

17 Applications and architecture: SHOCK: communicating with computational messages and automatic private profiles
Rajan M. Lukose, Eytan Adar, Joshua R. Tyler, Caesar Sengupta
May 2003 **Proceedings of the 12th international conference on World Wide Web**
Publisher: ACM Press
Full text available: pdf(693.99 KB) Additional Information: full citation, abstract, references, index terms

A computationally enhanced message contains some embedded programmatic components that are interpreted and executed automatically upon receipt. Unlike ordinary text email or instant messages, they make possible a number of useful applications. In this paper, we describe a general and flexible messaging system called SHOCK that extends the functionality of prior computational email systems by allowing XML-encoded SHOCK messages to interact with an automatically created profile of a user. These pr ...

Keywords: collaborative systems, networking and distributed web applications, privacy and preferences

18 The architecture and implementation of CPN2000, a post-WIMP graphical application
Michel Beaudouin-Lafon, Henry Michael Lassen
November 2000 **Proceedings of the 13th annual ACM symposium on User interface software and technology**
Publisher: ACM Press
Full text available: pdf(92.34 KB) Additional Information: full citation, references, citings, index terms

Keywords: OpenGL, advanced interaction techniques, coloured Petri nets, instrumental interaction, post-WIMP interfaces, two-handed input, user interface toolkit

19 Using high-speed WANs and network data caches to enable remote and distributed visualization

Wes Bethel, Brian Tierney, Jason lee, Dan Gunter, Stephen Lau
November 2000 **Proceedings of the 2000 ACM/IEEE conference on Supercomputing (CDROM)**
Publisher: IEEE Computer Society
Full text available: pdf(302.38 KB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

Visapult is a prototype application and framework for remote visualization of large scientific datasets. We approach the technical challenges of tera-scale visualization with a unique architecture which employs high speed WANs and network data caches for data staging and transmission. This architecture allows for the use of available cache and compute resources at arbitrary locations on the network. High data throughput rates and network utilization are achieved by parallelizing I/O at each ...

20 Formal methods I: Reactive process networks

Marc Geilen, Twan Basten
September 2004 **Proceedings of the 4th ACM international conference on Embedded software EMSOFT '04**
Publisher: ACM Press
Full text available: pdf(262.71 KB) Additional Information: full citation, abstract, references, index terms

Data flow process networks are a good model of computation for streaming multimedia applications incorporating audio, video and/or graphics streams. Process networks are concurrent processes communicating streams of data through FIFO channels. They can be executed efficiently and determinately on multiprocessor platforms. However, such stream processing applications are becoming more dynamic, often requiring run-time reconfigurations. Moreover, stream processing is not always an application on i ...

Keywords: media processing, multiprocessor systems, operational semantics, process networks, reactive systems, signal processing

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